

The Secutarii Titan Guard

A military formation developed in parallel with the Skitarii Legions of Mars in the lost and ancient days long before the Imperium was founded, the Secutarii were created as the honour guard and protectors of the Titan Legions. For while a Battle Titan might shatter a mighty fortress or blast a tank company to ruin, it is the role of the Secutarii to eradicate such threats its survivors might still pose as the Titans press on to more important targets, and to hunt down and slay those who seek to flee from the Machine God's wrath.

You will need a copy of *Codex: Adeptus Mechanicus - Skitarii* to use the following unit entries.

Using the Secutarii in your Games

Secutarii units may be taken as Elites choices as part of a Skitarii Maniple (see *Codex: Adeptus Mechanicus – Skitarii*).

Kyropatris Field Generator

So long as a unit contains at least five models equipped with a Kyropatris field generator, all models in the unit may re-roll failed Armour saves of a 1. In addition, if the unit contains at least 10 models equipped with Kyropatris field generators then shooting attacks against them are reduced by -1 Str.

Allies

All Secutarii units have the Adeptus Titanicus Faction. The Adeptus Titanicus are part of the Armies of the Imperium and ally as such as described in the Allies section of *Warhammer 40,000: The Rules*.

Secutarii Hoplites 140 points

	WS	BS	S	T	W	I	A	Ld	Sv
Secutarii Hoplite	3	4	3	3	1	3	1	8	4+
Hoplite Alpha	3	4	3	3	1	3	2	9	4+

Unit Composition

- 1 Hoplite Alpha
- 9 Secutarii Hoplites

Unit Type

- **Hoplite Alpha:** Infantry (Character)
- **Secutarii Hoplites:** Infantry

Wargear

- Secutarii war plate
- Arc lance
- Mag-inverter shield
- Kyropatris field generator

Special Rules

- Doctrina Imperatives
- Feel No Pain (6+)
- Relentless

Options

- The squad may include:
 - Up to 10 extra Secutarii Hoplites..... +13 points per model
 - The Hoplite Alpha may take items from the Ranged Weapons, Melee Weapons, Special Issue Wargear and Relics of Mars lists (see *Codex: Adeptus Mechanicus – Skitarii*)
- The Hoplite Alpha may have one of the following options:
 - Enhanced Data-tether.....+5 points
 - Omnisplex.....+10 points



Secutarii War Plate

This confers a 4+ armour save.

Arc Lance

This is a powerful spear-like weapon akin both to the arc mauls of the Skitarii Clade officers and the far larger weapons wielded by the mighty Cerastus Knight-Lancers. The arc lance inflicts damage through short range blasts of coruscating energy, its power supply augmented by the inversion generator mounted in the paired mag-inverter shield. The arc lance has two weapon profiles depending on whether it is used to make shooting attacks or close combat attacks:

Weapon	Range	Str	AP	Type
Arc lance (Close combat)	–	+1	4	Melee, Concussive, Haywire
(Shooting attack)	12"	4	5	Assault 1, Haywire

Mag-inverter Shield

The Mag-inverter shield carried by the Secutarii is a highly sophisticated relic technology incorporating a powerful inversion generator at its core. This generator is sufficient both to enhance the resilience of the shield far beyond the limits of its material strength, so it may resist blows which would otherwise slay its bearer instantly, and further provide the copious power needed by the arc lance carried by the Hoplite as their principal weapon. The Mag-inverter shield provides its bearer with a 5+ invulnerable save and, in addition, they count as being armed with defensive grenades when charged.

Secutarii Peltasts 130 points

	WS	BS	S	T	W	I	A	Ld	Sv
Secutarii Peltast	3	4	3	3	1	3	1	8	4+
Peltast Alpha	3	4	3	3	1	3	2	9	4+

Unit Composition

- 1 Peltast Alpha
- 9 Secutarii Peltasts

Unit Type

- **Peltast Alpha:** Infantry (Character)
- **Secutarii Peltast:** Infantry

Wargear

- Secutarii war plate
- Galvanic-caster
- Kyropatris field generator

Special Rules

- Doctrina Imperatives
- Feel No Pain (6+)
- Relentless
- Blind Barrage

Options

- The Squad may include:
 - Up to 10 extra Secutarii Peltasts..... +12 points per model
- The Peltast Alpha may take items from the Ranged Weapons, Melee Weapons, Special Issue Wargear and Relics of Mars lists (see *Codex: Adeptus Mechanicus – Skitarii*)
- The Peltast Alpha may be equipped with one of the following:
 - Enhanced Data-tether.....+5 points
 - Omnispex.....+10 points



Secutarii War Plate

This confers a 4+ armour save.

Galvanic-caster

The galvanic-caster is an electro-galvanically driven, multi-function projectile launcher akin in some ways to a combi-weapon. With its main weapon mechanism, it is able to fire rapid bursts of low velocity, razor-edged metallic flachettes, or with its secondary discharger, attack concealed targets with retina-burning ignis charges. Some of these weapons are further upgraded with a high-intensity capacitor, and by compressing the galvanic charge, fire an armour-piercing inert slug-shot at supersonic velocities. This complex but flexible weapons system allows the Secutarii Peltasts to engage a wide variety of targets with lethal effect.

The galvanic-caster has several weapon profiles depending on which ammunition is selected for use; the entire squad must use the same type of ammunition when firing.

Weapon	Range	Str	AP	Type
Galvanic-caster				
Flachette burster	24"	3	–	Salvo 2/4, Shred
Ignis blaze	18"	3	5	Heavy 1, Blind, Parabolic Shot, Ignores Cover, Blast (3")
Kinetic hammershot	30"	4	3	Heavy 1, Rending

Parabolic Shot: Weapons with this special rule can be fired at targets out of the unit's line of sight, so long as they or their target are not in an enclosed space (such as inside a building).

Blind Barrage

In addition to their standard panoply of shells and munitions, Secutarii Peltasts carry a limited supply of blind canister shot. These explode into dense storms of thick particulate multi-spectrum electromagnetic radiation that occlude both sight and augury scanners. These storms of flickering fog can confuse the most able targeting system and utterly blind the enemy to their intended target.

Once per game, the unit's controlling player may declare the use of a Blind Barrage by the unit instead of that unit firing its weapons in the Shooting phase. In this case, select a friendly unit within 18" and within line of sight of the Peltasts unit. That friendly unit gains the Shrouded special rule until the beginning of the controlling player's next player turn. Super-heavy units may not be shrouded unless two Secutarii units simultaneously use their Blind Barrage ability to conceal it.